CHALLENGE GAME SYSTEM

FIELD OF THE DISCLOSURE

[0001] The present disclosure relates generally to video game challenges, and more particularly, to methods and systems for enabling synchronous and asynchronous head-to-head competition in single-player games for view by spectators.

BACKGROUND

[0002] Single-player video games and video games that have a single-player mode represent a large portion of the video game market. Single-player games are fun to play, but can be less competitive than their multiplayer counterparts. Additionally, single player games have less of a social component, which may be a desired feature for many video game players and spectators. Moreover, as electronic sports, or esports, are becoming an increasingly popular form of gaming, competition, and entertainment, current instantiations of single-player games are less amenable to being implemented in esports as their multiplayer counterparts.

[0003] Currently, for example, single-player games and video games with a single-player mode (hereinafter referred to collectively as single-player games) enable an individual player to make progress within a game, including completing missions, gaining experience, defeating enemies, leveling up, setting records for a number of incapacitations, and setting records for time-based challenges. However, it is difficult to compare one's progress with that of another in the spirit of competition. For example, a player of single-player game could share with their friend the number of points obtained or a personal record for completing a mission, and the friend could subsequently try to beat the player's number of points or personal record. However, much of the intensity and fun are lost in this disconnected and subdued form of competition. For example, the player will not know how the friend played the single-player game outside of the results. Moreover, this disconnected form of competition does not offer much in the way of spectator engagement, since it involves simply comparing a result (e.g., number of points or personal record) of a player with that of a friend. What is desired, therefore, is a technological platform that enables competition between players of single-player games that interested spectators can view as a head-to-head competition.

[0004] It is in this context that embodiments arise.

SUMMARY

[0005] Embodiments of the present disclosure relate to methods and systems for creating, playing, and enabling third party viewing of head-to-head challenge games. The head-to-head challenge games are contemplated to be based on segments of single-player video games or video games with single-player modes.

[0006] In one embodiment, a method for presenting a challenge game to a spectator is provided. The method includes an operation for receiving a request to view the challenge game between a first player and a second player for a game and for obtaining a first video associated with a predefined segment of the game from the first player and a second video associated with the predefined segment of the game from the second player. The method further includes an operation for executing the challenge game to play the

first video alongside the second video in a spectator interface. The executing the challenge game, according to this embodiment, further includes operations for accessing a first telemetry data associated with the predefined segment of the game played by the first player and a second telemetry data associated with the predefined segment of the game played by the second player. The executing of the challenge game further includes operations of processing the first telemetry data and the second telemetry data for generating modified game play metrics and for replacing game states that were produced when the predefined segment of the game was played with the modified game play metrics to produce the first video and the second video, wherein the modified game play metrics are used to identify progress for the challenge game. Further, the method includes an operation for rendering, based on the modified game play metrics, a graphical element for displaying said progress for the challenge game and for providing the spectator interface for the request that includes the first video, the second video, and the graphical element for displaying said progress for the challenge game.

[0007] In another embodiment, a method for processing challenge games is provided. The method includes an operation for receiving data defining a challenge game, the challenge game being for a game title, the data defining the challenge game identifying a segment of the game title selected for the challenge game and the challenge game rules, the challenge game rules establishing optional modifications to native game rules for the game title. The method also provides an operation for providing access to the challenge game via an online game system, the challenge game being accessible for play by one or more users having access to the online game system, wherein game play of the challenge game occurs based on native game rules. Further, the method includes operations for storing game play of the challenge game from a first user and for storing game play of the challenge game from a second user. Additionally, the method includes an operation for presenting a spectator view of the challenge game between the first user and the second user, the spectator view presents an interface with a side-by-side video of the game play of the challenge game by the first and second users. According to this embodiment, the interface includes modified game play metrics based on the challenge game rules, the modified game play metrics being displayed in the interface in place of native game play metrics defined by the native game rules of the game title.

[0008] In one embodiment, the side-by-side video of the game play of the challenge game is synchronized to start and end at the same time, and play of the side-by-side video via the interface appears as if the first user and the second user are playing the challenge game in a live head-to-head session. In another embodiment, the game play of the challenge game by the first user is asynchronous with the game play of the challenge game by the second user. In another embodiment, the challenge game is one of a plurality of challenge games provided for access by the online game system, and the specific ones of the plurality of challenge games are viewable by users having a social connection or an invite to play the specific ones of the plurality of challenge games. In another embodiment, the challenge game is created by a user of the online game system or a curating entity such as a game publisher, a game developer, a game studio, or a third party entity that produces challenge games accessible by user of the online game system. In another embodiment, the interfaces provided for